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NINTENDO DS™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

  Convulsions **Eye or muscle twitching** **Loss of awareness**
  Altered vision **Involuntary movements** **Disorientation**
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. “Back-up” or “archival” copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal™

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE
E
CONTENT RATED BY ESRB

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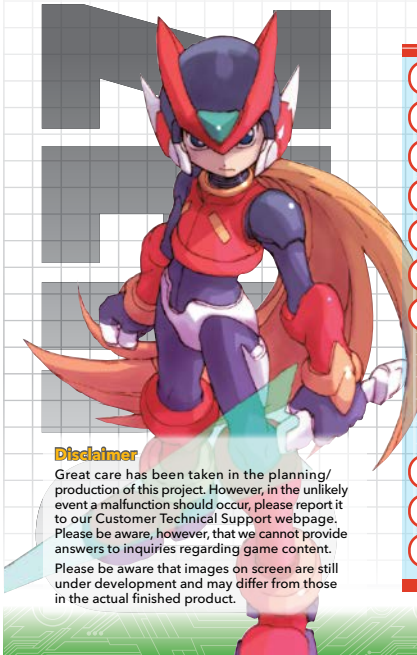
CONTENTS

MEGAMAN ZERO COLLECTION



Characters 2
Getting Into the Game 4
Default Controls 6
Standard Moves 8
Weapons 10
Game Screen 12
Title Select
- Zero 1 13
- Zero 2 20
- Zero 3 25
- Zero 4 33

Items 40
Bosses 41
Collection 42

Disclaimer

Great care has been taken in the planning/production of this project. However, in the unlikely event a malfunction should occur, please report it to our Customer Technical Support webpage. Please be aware, however, that we cannot provide answers to inquiries regarding game content.

Please be aware that images on screen are still under development and may differ from those in the actual finished product.

CHARACTERS

Zero

Zero 1 – Zero 4

Abandoned in a remote energy mine, Zero is awakened from a 100 year sleep when security guards chase Ciel into a cave.

Ciel

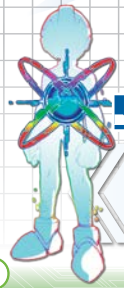
Zero 1 – Zero 4

A top-notch scientist, this young girl is known for the Reploid and Cyber Elf research she did back in Neo Arcadia.

X

Zero 1 – Zero 3

Cyber Elf incarnation of the original X. X comes to Zero's aid when he finds himself in a bind.



The Reploid Resistance

Zero 1 – Zero 4

Reploids who managed to escape from Neo Arcadia and now live on the Resistance base with Ciel. Though they have many different faces, all of them are Reploids.

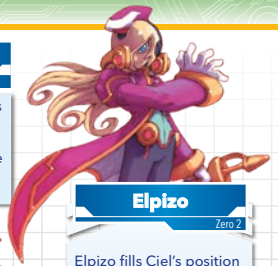
The Four Guardians

These mysterious Reploids may have been created in the image a certain famous Reploid.

Dr. Weil

Zero 2 – Zero 4

Expelled from Neo Arcadia 100 years ago, this genius scientist is an expert in the technology of creating Reploids.



Elpizo

Zero 2

Elpizo fills Ciel's position as Resistance leader at the new Resistance Base.

Neige

Zero 4

A human female who works as journalist reporting on the senselessness of the fighting among humans and Reploids. She left Neo Arcadia to lead a human caravan away from Dr. Weil's oppression.

Craft

Zero 4

This Neo Arcadian battle Reploid was impressed by Neige's views of the world when she interviewed him for a news story.

Caravan

Zero 4

Led by Neige, these humans have fled Neo Arcadia. They deeply despise Reploids.

GETTING INTO THE GAME

1. Turn off the Nintendo DS system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.) Insert Mega Man Zero Collection Game Card into the Game Card slot on the back of the Nintendo DS and push until it clicks into place.

2. Turn ON the Nintendo DS system by pressing the Power Button. The Health and Safety Screen will appear. After reading and understanding the Health and Safety message, touch the Touch Screen to continue.

3. Touch the Mega Man Zero Collection panel on the Touch Screen to begin the game. The Main Menu will appear.

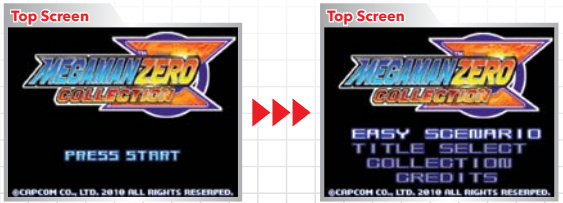
⚠WARNING–HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Touch the Touch Screen to continue.
MEGA MAN ZERO COLLECTION CAPCOM
START

*** If your Nintendo DS and DS Lite are set to Auto Load, you won't need to perform this step.**

Soft Reset

At any time during gameplay you can press the **L Button**, **R Button**, **START** and **SELECT** simultaneously to return to the Title Screen. However, you will lose any unsaved game data.

TITLE SCREEN



Easy Scenario

Play Mega Man Zero 1 – Mega Man Zero 4 straight through.
Difficulty is slightly easier than starting a game in Title Select.
* There is only one save game data slot for Easy Scenario mode, and it is separate from Title Select save game data.

Title Select

Choose one of the four games in the Mega Man Zero series to play.
* Please see P.13 for Zero 1, P.20 for Zero 2, P.25 for Zero 3, and P.33 for Zero 4.
To return to the Main Title Screen from any game, you can perform a soft reset by pressing the **L Button**, **R Button**, **START** and **SELECT** simultaneously.

Collection

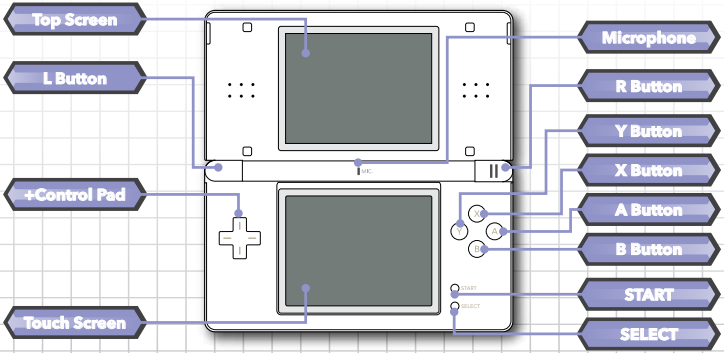
View items in your Collection. * Please see **P.42** for more about Collections.

Credits

View the Game Credits.

To reset save data, press and hold the **B Button**, **X Button**, and **SELECT** simultaneously immediately after booting the game, and you will be taken to the Initialization Screen.

DEFAULT CONTROLS



* The descriptions in the manual refer to the default button configuration. The button configuration can be changed in the Options Screen.
* Pictured above is a Nintendo DS Lite.

Menu Screen

+Control Pad	Move Cursor
A Button	Confirm
B Button	Cancel
START	Start Game (Title Screen)

Top Screen

* In the Menu Screen, the X Button, Y Button, L Button, R Button, SELECT, and the Touch Screen are not used.

Game Screen

+Control Pad	LEFT/RIGHT	Move
	UP/DOWN	Climb ladders
		Lift/Grab
	UP	Talk, Enter certain doors
		Use Trans Room
		Hang
A Button		Confirm, Talk, Jump, Wall Kick
B Button		Cancel, Attack
L Button		Dash
R Button		Use Sub Weapon (Hold down R and press B Button)
START		Open Sub Screen
SELECT		Drop stolen weapon

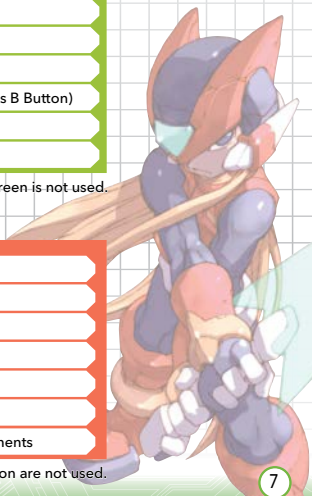
Top Screen

* In the actual game, the Touch Screen is not used.

Sub Screen

+Control Pad	Move Cursor
A Button	Confirm
B Button	Cancel
L Button	Toggle Sub Screen Menus
R Button	Toggle Sub Screen Menus
START	Return to Game
Touch Screen	Configure X Button and Y Button assignments

* In the Sub Screen, the X Button and Y Button are not used.



STANDARD MOVES

Move

Press the **+Control Pad** LEFT/RIGHT to move Zero in either direction.

Attack

Press the **B Button** to attack with your current weapon.
Press the **B Button** while holding down the **R Button** to use your sub weapon.
* Method of attack differs by game in the series and weapon type.

Jump

Press the **A Button** to jump. Hold it down longer to get more air.
Use the **+Control Pad** to aim your jump.

Dash

Press the **L Button** (or quickly press the **+Control Pad** LEFT/RIGHT twice) for a short sprint.

Wall Kick · Wall Grab

To perform a Wall Kick, jump onto a wall and press and hold the **+Control Pad** in the direction of the wall to make Zero stick to the wall. You cannot hold this position, though; you must continue to press the **A Button** to scale the wall – unless you want to slide. Can be used together with Dash to reach distant targets as well.

Climb ladders

Press the **+Control Pad** UP during a jump to grab onto a ladder and press the **+Control Pad** UP/DOWN to climb up and down.
Press the **A Button** to let go and drop down.
* The "Lift grip" is used in Zero 4.

Open doors

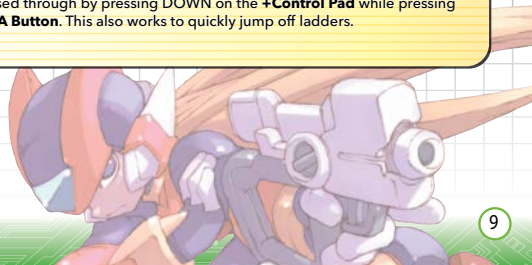
While standing in front of an unlocked door, press UP on the **+Control Pad** to enter the room beyond.

Talk

At Resistance Base (the Area Zero Settlement in Zero 4), pressing UP on the **+Control Pad** while standing in front of someone who wants to talk will enable them to do so.

Drop through ledges

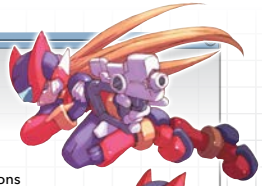
Any ledge that Zero can jump on top of by passing through it can also be passed through by pressing DOWN on the **+Control Pad** while pressing the **A Button**. This also works to quickly jump off ladders.



WEAPONS

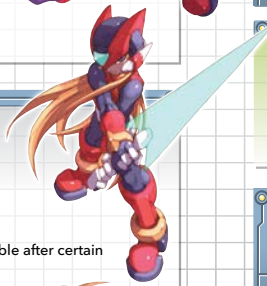
Buster Shot

What it lacks in punch it makes up for in distance. Press the **B Button** to fire the Buster Shot once or consecutively.
Briefly hold down the **B Button** and release it to unleash a powerful Charged Shot.
* In Zero 1, you must meet certain conditions to be able to use the Charged Shot.



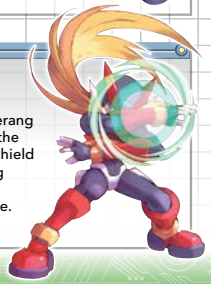
Z Saber

Even though it is the most destructive of the four Sub Weapons, it can only be used in hand-to-hand combat. Timing is crucial to success!
Press the **B Button** to slash with the Z Saber.
Briefly hold down the **B Button** and release it to unleash powerful consecutive Charged Attacks.
* In Zero 1, this weapon is obtained mid-game.
* In Zero 1 and Zero 2, charging becomes possible after certain conditions are met.



Shield Boomerang

This weapon is obtained from Cerveau at Resistance Base.
Press the **B Button** to use Zero's Shield Boomerang to reflect energy shots back at enemies. Hold the **B Button** to charge. When you release it, the Shield Boomerang becomes a spinning boomerang buzz saw.
* The Shield Boomerang is obtained mid-game.

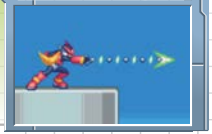


Triple Rod

You can aim this weapon in all eight directions.
When in the air, you can stab down with it at enemies.
* You'll receive the Triple Rod from Cerveau after completing a certain mission.
* Fulfilling certain conditions will enhance this weapon even further.

Chain Rod

You can aim this weapon in all eight directions. It can be used like a grappling hook, to hang from ceilings, or to hook enemies and draw in closer.
* You'll receive the Triple Rod from Cerveau after completing a certain mission.
* Fulfilling certain conditions will enhance this weapon even further.



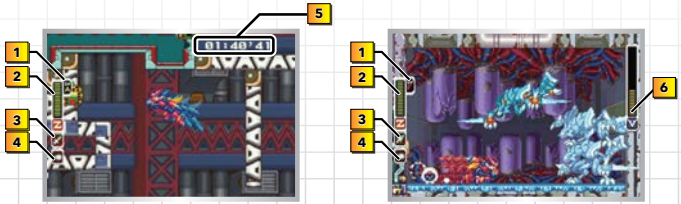
Recoil Rod

You can aim this weapon in six directions, all but up and down. (Charge attacks, however, can be aim in four directions, left, right, up, and down.) Not only can the Recoil Rod's charge attacks blast away enemies, but when aimed at the ground, it can dramatically increase your jump height.

Zero Knuckle

You can aim this weapon in seven directions, all but down. Not only can it be used to punch enemies, but it can also be used to steal certain types of weapons from enemies and use them on your own. It can be charged for even more powerful attacks. Some stolen weapons have limited durability or can only be use a limited number of times. To get rid of a stolen weapon, press **SELECT**, or choose "Toss" from the Sub Screen.

GAME SCREEN



1	Zero's Current Level. Changes based on results after finishing missions
2	Zero's Remaining Energy
3	Main Weapon in Use
4	Sub Weapon in Use
5	Depending on the mission, the remaining time may also be displayed
6	Boss's Remaining Energy. Gauge may be graduated into three parts depending on the boss, white (three levels), green (two levels) and yellow (one level)

* In Zero 4, weapons stolen from enemies by using the Zero Knuckle appear as icons and show the number of remaining uses.

MEGA MAN ZERO 1

Prologue

The Reploid War, sparked by the Sigma Virus that drove Reploids berserk, lasted for centuries. Finally our hero, Mega Man X, put an end to the long-lasting battle. At last, people were able to begin reconstructing the world.

The City of Neo Arcadia was established as a primary base for building a world where everyone could live happily. People went at the restoration work cheerfully, with smiles on their faces. However, this "people's paradise" soon became a disaster for Reploids. The government, fearful of the threat of Reploids going berserk, accused and arrested them for any reason — or no reason at all!

Those fortunate Reploids who could escape were forced to seek safety in a devastated city. To stay alive, they mined its limited stores of energy for their own use. Ciel, a human and former Reploid researcher, emigrated with the Reploids to the ruined city. She could not abandon them while they were falsely accused by the government. She was determined to find a way to help them.

The evil hand of the government is about to extend to the Reploid sanctuary. The Reploids will all die if something isn't done quickly. Ciel remembers the name of Zero, the legendary Reploid rumored to be sleeping in suspended animation at some hidden place near Neo Arcadia.

If the legend is true... he might save us....

GETTING INTO THE GAME

Start Game

At the Zero 1 Title Screen, press **START** to open the Main Menu.
To start a brand new game select "NEW GAME".

Load Game

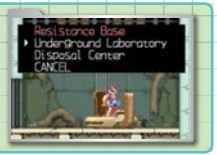
To resume a saved game, select "CONTINUE".
Select a saved game. You'll resume the game from the that save point.

Select Mission

To start a mission, select one from the list of missions.
Ciel gives you by pressing the **+Control Pad** UP/DOWN.

Trans Room

You can enter Trans Room in various places in the stage.
These special rooms connect to different stages.
To transmit Zero to another locale, you must unlock the destination.
Please see P.16 for more about using Cyber Elves.



SUB SCREEN

Status

1	Remaining Lives (Maximum of 9)	9	Your Code Name
2	Zero's Level – S, A, B, C, D, E, or F (It is F in the Opening Mission)	10	E-Crystals
3	Zero's Energy Level (Use Cyber Elves to reach max value)	11	Total Play Time
4	Main Weapon	12	Use Cyber Elf
5	Sub Weapon	13	Sub Tank Energy (Requires you to use a Cyber Elf that becomes a Sub Tank)
6	Change Weapon Attribute	14	Options Screen (Press the **R Button** to view; Button configuration can be changed here)
7	Cyber Elf Equip Screen (Press the **L Button** to view)	15	Message Window – Shows information on the selected item
8	Escape Mission (Cannot be used in some stages)		

* Depending on your progress and obtained items etc., all functions may not be available.

SUB SCREEN

Cyber Elves

The Cyber Elf is a kind of program created to help Zero in dire straits. Copies of this program are hidden throughout stages for Zero to find. Sometimes they mysteriously appear when certain conditions are met. There are some Cyber Elves that you must Raise before you can use them. To use a Cyber Elf, download it from a Trans Room and move it to the Status Screen. There you can use the **+Control Pad** to select the Cyber Elf you wish to use. (Refer to P. 19)

Elf Equip Screen

1. Press the **+Control Pad** UP/DOWN to select a Cyber Elf category
2. Press the **+Control Pad** to select a Cyber Elf icon
3. Cyber Elf Currently in Use
4. Cyber Elf Description
5. Options Screen (Press the **L Button** to view; differs depending on button configuration)
6. Status Screen (Press the **R Button** to view)

* This screen does not allow you to see the names of Elves or interact with them.

Nurse Elves – Nurse Elves – These Elves back you up by helping you stay alive when you're low on energy. Some restore Zero's energy, and some turn into Sub Tanks.

Animal Elves – Animal Elves – These Elves help improve your abilities. Some boost your agility and others provide backup support during battle.

Hacker Elves – Hacker Elves – These Elves can rewrite Area and Mission data. Some can make all enemies in an area disappear, and some can even boost your level to A for a single turn.

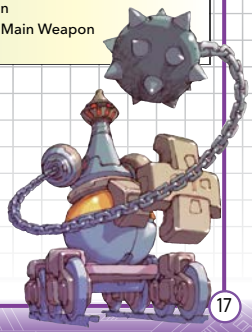
Options

You can change button assignments and Attack Modes in Options. Use the **+Control Pad** to make a selection, and press the **A Button** to choose a default configuration or customize your own.

Options Screen

1. Button Setting – Select Type A, Type B, or Custom, where you can configure your own settings. Select by pressing the **+Control Pad** LEFT/RIGHT. In the case of Custom, use the **+Control Pad** UP/DOWN to select the button you wish to reassign, and press **A, B, L,** or **R** to assign
2. Attack Mode – Select one of the following types
   - **Type A** – Use a Sub weapon by holding down the Sub Weapon Button and pressing the Main Weapon Button
   - **Type B** – Use a Sub Weapon by pressing the Sub Weapon Button
   - **Type C** – Press the Sub Weapon Button to toggle between your Main Weapon and Sub Weapon
3. Status Screen (Press the **L Button** to view)
4. Elf Equip Screen (Press the **R Button** to view)

To use the **X Button** and **Y Button**, go to the Options Screen, and perform button configuration on the Touch Screen.



RESULTS

When you beat the Boss and complete the mission, a Results Screen opens. You get scores and a Code Name based on your performance. The more points, the faster your level increases.

Mission	Overall performance (0–20 points)
Clear Time	How fast you beat the stage (0–20 points)
Enemy	How many enemies you defeated (0–15 points)
Damage	How much damage you incurred (0–15 points)
Retry	Number of Retries used; the fewer the better (0–15 points)
Elf	Score 15 points for using no Fusion Elves during the mission; each Fusion Elf subtracts 1 point (to a max of 15)
Total	Total of all points in the categories above
Level	Calculated from average mission clear points
Code Name	Your ranking based on weapons used and actions taken during the mission

DATA MANAGEMENT

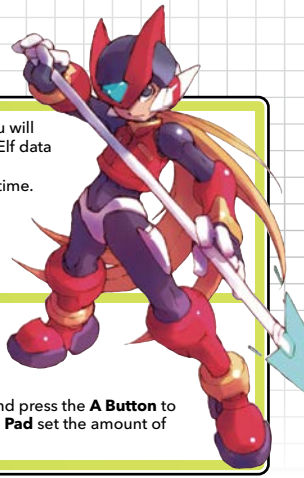
When you're ready to save, load, or erase your game data, go to Resistance Base and talk to Ciel.
When you save, your current progress, total number of Cyber Elves, and button configuration will be saved.
You can save up to three games before having to overwrite old save data.

Downloading and Raising Up Cyber Elves

To use a Cyber Elf, first you will need to download Cyber Elf data from a Trans Room.
You can carry up to 3 at a time.

* You cannot download Cyber Elves that you are in the process of raising.

Some Cyber-Elves can be nurtured with E-Crystals and grow over time.
This is all done at the Trans Room. Highlight the Elf you want to feed and press the **A Button** to select it. Use the **+Control Pad** set the amount of E-Crystal to feed it.



MEGA MAN ZERO 2

Prologue

IN THE DISTANT PAST...
...the humans and Reploids of the world were nearly annihilated in an apocalyptic war perpetrated by the Sigma Virus. The terrors of war brought about an unstable truce. Before long, the Reploid's military strength together with the Cyber Elves's rise to power changed the face of global conflict. Never-ending war became possible!

Mega Man X thwarted this monstrous situation by creating a utopia for humans. Though he soon became the ruler of "Neo Arcadia", X suddenly vanished!

News of his disappearance was kept secret, while finding a replacement for him became a national emergency! One scientist took this mission seriously. Ciel, who had devoted her lifework to the peace and harmony of the world, created an X Double.

In Neo Arcadia, Reploids were being captured and punished. Leading the innocent Reploids, Ciel escaped these new horrors and built an underground Resistance Base. Ciel and her forces put up a strong fight as many Reploids were relegated to the disposal units.

ZERO THE HERO
An old forgotten legend became Ciel's last hope as she entered a dilapidated basement shelter. There, a miracle occurred – long-lost Mega Man Zero emerged from the shadows!

With Zero's return, Copy X, the ruler of Neo Arcadia, was overthrown. Ciel and her people were able to survive their worst crisis yet!

But Zero did not return to Resistance Base. Ciel and her followers fled the half-destroyed Resistance Base to join up with another Resistance Army.

Drastically changing its plan, Neo Arcadia decided to put Harpuia, one of the Four Generals, in charge. While Ciel and her wandering band started their lives at the new Resistance Base, injured Zero was still being chased by the Neo Arcadian forces.

It has been a year since the incident... and it's time for the tides of war to turn....

GETTING INTO THE GAME

Start Game

At the Zero 2 Title Screen, press **START** to open the Main Menu.
To start a brand new game select "NEW GAME".

Load Game

To resume a saved game, select "CONTINUE".
Select a saved game. You'll resume the game from that save point.

Select Mission

On this screen, the Commander's Office orders up your next mission.
Stand at center stage and converse with the Commander Elpizo to choose your mission.
Select mission by pressing the **+Control Pad** LEFT/RIGHT.
You can freely jump to and re-challenge missions you've already completed by talking to the Operator.

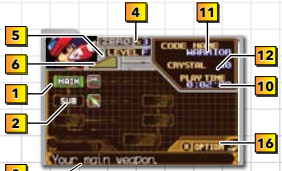
Cyber Elves

To use a Cyber Elf, first you will need to talk to Ciel at Resistance Base, and download the Cyber Elf data and move it to the Status Screen. There you can use the **+Control Pad** to select the Cyber Elf you wish to use.
(Download method differs from Zero 1)
Please see P.16 (Zero 1) for more about the Elf Equip Screen.

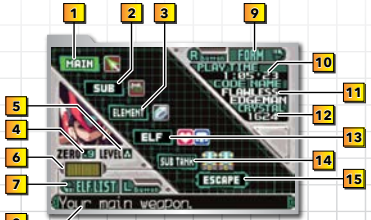
Options

* Please see P.17 (Zero 1) for more about the Options Screen.

Status



Opening Mission Only



From Opening Mission Onward

1	Main Weapon
2	Sub Weapon
3	Change Weapon Attribute
4	Remaining Lives (Maximum of 9)
5	Zero's Level – S, A, B, C, D, E or F (It is F in the Opening Mission)
6	Zero's Energy Level (Use Cyber Elves to reach max value)
7	Cyber Elf Equip Screen (Press the **L Button** to view)
8	Message Window – Shows information on the selected item.

9	Form Screen (Press the **R Button** to view)
10	Total Play Time
11	Your Code Name (It is Warrior in the Opening Mission)
12	E-Crystals
13	Use Cyber Elf
14	Sub Tank Energy (Requires you to use a Cyber Elf that becomes a Sub Tank)
15	Escape Mission (Available in cleared stages only)
16	Options Screen (Press the R Button to view)

Forms

At the end of certain missions, Zero is suddenly empowered with a special latent ability, the Form. You'll now control the Form, and can use its offensive power, defensive power and speed to fight the Boss! Go to the Sub Screen and use the **+Control Pad** to select a Form. Then press the **A Button** to change into that Form.

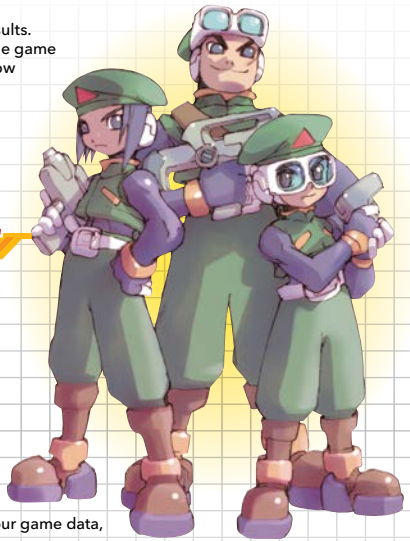
EX Skills

If your level is either S or A when you defeat the Boss at the end of a mission, you can take the Boss's EX Skill to use as an attack of your own. Some EX Skills require Elements corresponding to the EX Skills' elemental attributes.

1	This area displays Forms you have acquired (select the area, press the **A Button**, use the **+Control Pad** to cycle through the skills and then press the **A Button** to choose one)
2	Name of EX Skill that you can steal from a Boss. (Players Level A and above only; Can be toggle ON/OFF)
3	Status Screen (Press the **L Button** to view)
4	Information about highlighted EX Skill or Form
5	Options Screen (Press the **R Button** to view)

RESULTS

Please see P.18 (Zero 1) for more about Results.
In Zero 2, EX Skills, Chips, etc. obtained in the game are displayed in the message window below the Results Screen.



DATA MANAGEMENT

When you're ready to save, load, or erase your game data, go to Resistance Base and talk to Ciel.
When you save, your current progress, total number of Cyber Elves, and button configuration will be saved.
You can save up to six games before having to overwrite old save data.

MEGA MAN ZERO 3

Prologue

IN THE DISTANT PAST...
The legendary Red Reploid Zero, back from his century-long slumber, destroyed Copy X, one-time ruler of Neo Arcadia, and helped Ciel and her friends escape from certain doom.

Putting the partially-destroyed Resistance Base behind her, Ciel joined with other Resistance forces fighting against the regime. She accepted a mysterious Cyber Elf from Elpizo, commander of the new Resistance Base, and devoted herself to finding a new alternate source of energy.

Meanwhile, having lost its great leader Copy X, Neo Arcadia made one of its Four Guardians, Harpuia, its leader and continued on with its scheme for controlling the planet.

Contrary to Ciel's aspirations for peace, Elpizo was bent on handling things through force. He initiated Operation Righteous Strike, a full-on attack on Neo Arcadia, only be tragically defeated by Harpuia's retaliating forces.

Still hungry for power, Elpizo set his sights on the Dark Elf, said to have triggered the Elf wars, and started down the road to destruction. Having taken the Dark elf from its sealed resting place in the depths of Neo Arcadia, Elpizo was sure he now possessed ultimate power. But the Dark Elf was too strong for Elpizo to control, and he was defeated at the hands of Zero.

Though the Resistance avoided a repeal of the tragedy that was the Elf Wars, behind their relief loomed a shadowy figure who had long been hoping for the revival of the Dark Elf.

AND SO...
...one day, long after the Dark Elf nightmare has passed and the Neo Arcadia attacks have subsided, news that a giant spaceship has crashed down on a snowy plans makes its way to the Resistance.

Learning that an energy reaction as strong as the Dark Elf itself is erupting at the crash site, Zero, Ciel and their Resistance friends set off to investigate.

GETTING INTO THE GAME

Start Game

At the Zero 3 Title Screen, press **START** to open the Main Menu.
To start a brand new game select "NEW GAME".
Mini Games will appear on the menu once the game is cleared.

Load Game

To resume a saved game, select "LOAD GAME".
Select a saved game. You'll resume the game from the that save point.

Select Mission

On this screen, the Commander's Office orders up your next mission.
Stand at center stage and converse with the Commander to choose your mission. Select mission by pressing the **+Control Pad** LEFT/RIGHT.
You can freely jump to and re-challenge missions you've already completed.

Cyberspace

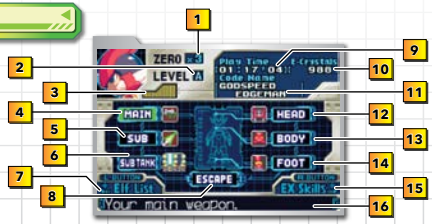
At various points in the game you will find doors that lead to a world called Cyberspace. Stand in front of the door and press the **+Control Pad** UP to enter. To return to the Real World, find the exit somewhere inside. While Zero is in Cyberspace, the powers of certain Elves automatically become effective, making Zero super strong. (Elves that work automatically will not affect Results)

Options

Please see P.17 (Zero 1) for more about the Options Screen.

SUB SCREEN

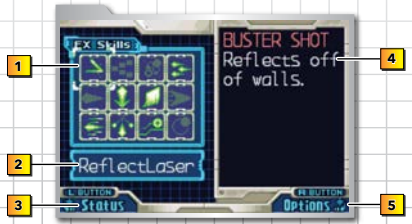
Status



1	Remaining Lives (Maximum of 9)	9	Total Play Time
2	Zero's Level – S, A, B, C, D, E or F (It is F in the Opening Mission)	10	E-Crystals
3	Zero's Energy Level (Use Cyber Elves to reach max value)	11	Your Code Name (It is Warrior in the Opening Mission)
4	Main Weapon	12	Change Head Chip
5	Sub Weapon	13	Change Body Chip
6	Sub Tank Energy	14	Change Foot Chip
7	Elf List Screen (Press the **L Button** to view)	15	EX Skills Screen (Press the **R Button** to view)
8	Escape Mission (Available in cleared stages only)	16	Message Window – Shows information on the selected item

EX Skills

If your level is either S or A when you defeat the Boss at the end of a mission, you can take the Boss's EX Skill to use as an attack of your own. Some EX Skills require Elements corresponding to the EX Skills' elemental attributes.



1	This area displays EX Skills you have acquired, player must be Level A or above
2	Name of highlighted EX Skill
3	Status Screen (Press the **L Button** to view)
4	Information about highlighted EX Skill
5	Options Screen (Press the **R Button** to view)

Elf List Screen

When Elf List is selected, Elves will appear grouped according to their uses.

1	Equip or remove Elves in Satellite 1
2	Equip or remove Elves in Satellite 2
3	Fuse with Elf
4	Raise/Upgrade Elf
5	Elf List
6	Options Screen (Press the **L Button** to view)
7	Message Window – Shows information on the selected item
8	Portrait of selected Elf
9	Name of selected Elf or Tag
10	Displays a message about highlighted item or Elf
11	Status Screen (Press the **R Button** to view)

Satellite This type of Elf follows and circles you, providing backup. What's more, you can use Satellite Elves as many times as you want, and you won't have to worry about having points taken off at the Results Screen. You can equip one Elf in each of the two Satellite slots. Change your equipped Elves on the Elf Equip Screen.

Fusion Some of these Elves can be absorbed into your body and become one with you, or transform into Sub Tanks, etc. These Elves die after one use, and using them results in penalty points taken off at the Result screen. Some Fusion Elves can be modified into Satellite Elves. There is no limit to the number of Fusion Elves you can use.

E-Crystals E-Crystals are essential for raising and modifying Elves. Each Elf requires a specific amount of E-Crystals to raise or modify it.

List View a list of Elves you've acquired by decoding Secret Disks. Icons indicate specifications about each Elf.

List Icons

Cycle through the icons with the **+Control Pad** LEFT/RIGHT. From the left the Elf Types are Nurse, Animal, and Hacker.

- Satellite Elves – Those marked with **A** go to work automatically when you enter Cyberspace.
- Fusion Elves – Those marked with **A** go to work automatically when you enter Cyberspace.
- You can use them as-is.
- Currently in use as a Satellite.
- You can use them as-is, and they can also be modified from Fusion to Satellite or Satellite to Fusion.
- Can be upgraded or simply used as-is.
- Already used as a Fusion Elf.
- Needs one level of Energy Crystals for growth.
- Needs two levels of Energy Crystals for growth.

Secret Disks

Secret Disks contain various items and data that will be useful in your adventures. Talk to Cerveau to see a list of Secret Disks. You must decode each Secret Disk to get its contents.

1. A not-yet-decoded disk. Selecting it and pressing the **A Button** will decode it.
2. A decoded disk. Chips and Elves you decode from a disk are then available within the game.
3. The number of the selected disk.
4. Information about the contents of the selected disk.

Chips
Include Head and Foot Chips. When decoded, these are added to the Status screen. (Chips can also be decoded on the Results Screen.)

Character Files
Browse through pictures and data on the characters in Mega Man Zero 3.

Files
Contain data about the Mega Man Zero world.

Cyber Elves
Different types of Elves provide support in many ways. (Cyber Elves can also be decoded on the Results Screen.)

E-Crystals
Obtain E-Crystals when analysed.

RESULTS

This screen is basically the same as in Zero 1 and Zero 2. Average, Exit, and Secret Disk information have been added in Zero 3.

EX Skills, Chips, etc. obtained in the game are displayed in the message window below the Results Screen.

Mission	Overall performance (0–20 points)
Clear Time	How fast you beat the stage (0–20 points)
Enemy	How many enemies you defeated (0–15 points)
Damage	How much damage you incurred (0–15 points)
Retry	Number of Retries used; the fewer the better (0–15 points)
Elf	Score 15 points for using no Fusion Elves during the mission; each Fusion Elf subtracts 1 point (to a max of 15)
Total	Total of all points in the categories above
Average	Average total of all mission cleared so far
Level	Calculated from average mission clear points
Code Name	Your ranking based on weapons used and actions taken during the mission
Exit	Select this to exit the Result screen Select a Secret Disk and press the **A Button** to decode it

DATA MANAGEMENT

When you're ready to save, load, or erase your game data, go to Resistance Base and talk to Ciel. When you save, your current progress, number of Secret Disks, and button configuration will be saved. You can save up to five games before having to overwrite old save data.

MEGA MAN ZERO 4

Prologue

Zero and his friends have abandoned Resistance Base and are driving cross-country in a huge bus, off on an extended road trip to help humans and Reploids scattered across the wild.
One day, Zero and his friend drive into an unexpected emergency!
A caravan of humans is under attack by a gang of Reploids! After saving the caravan, Zero and his troops learn about Neo Arcadia's fate from Neige, a journalist riding with the caravan.

Neo Arcadia has been disastrously transformed at the hands of the evil scientist Dr. Weil. Once humankind's Utopia, Neo Arcadia lost its leader during an attack led by Zero, and has now fallen under Dr. Weil's complete control. Instead of protecting humans, Dr. Weil has ordered that any Maverick – human or Reploid – be marked for extermination!

The caravan left Neo Arcadia to escape Dr. Weil's iron rule, and was bound for an all-human settlement said to be located at Area Zero when it was ambushed by Reploids…

GETTING INTO THE GAME

Start Game

At the Zero 4 Title Screen, press **START** to open the Main Menu.
To start a brand new game select "NEW GAME".
To resume a saved game, select "LOAD GAME".
When you complete certain challenges in the game, new "Mini Games" are unlocked that you access from this menu. "Database" contains a record of all enemies encountered and people talked to so far in the game.

Select Difficulty

When you select "NEW GAME", you can choose either the "Easy" or "Normal" difficulty level.

Load Game

To resume a saved game, select "LOAD GAME". Select a saved game. You'll resume the game from the that save point.

MAP SCREEN

1	Selection Cursor
2	Weather Status
3	Item Selection or Mission Text
4	Selectable Mission Area Cursor becomes grey over Mission that have already been completed
5	Resistance Trailers

SUB SCREEN

Status

1	Remaining Lives (Maximum of 9)
2	Zero's Level – S, A, B, C, D, E or F (It is F in the Opening Mission)
3	Zero's Energy Level (Use Cyber Elves to reach max value)
4	Change Main Weapon (Toggles between Buster Shot, Z Saber, Zero Knuckle)
5	Change Sub Weapon (Toggles between Buster Shot, Z Saber, Zero Knuckle)
6	Elf Equip Screen (Press the **L Button** to view)
7	Message Window – Shows information on the selected item
8	Total Play Time
9	E-Crystals
10	Your Code Name (It is Warrior in the Opening Mission)
11	EX Skills ON/OFF Only one type of Buster EX Skill is available at any one time All types of Saber EX Skills are available at any one time
12	Sub Tank Energy
13	Escape Mission (Available in cleared stages only)
14	Chip Equip Screen (Press the **R Button** to access Chip Equip Screen)

* Changing Weapons Taken from Enemies on the Status Screen

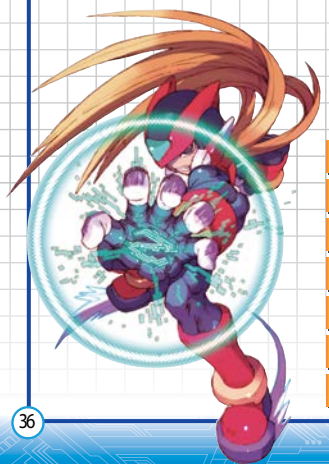
When you select a different weapon, you can choose to discard your current weapon (**A Button**) or change weapons without discarding it (**B Button**).

EX Skills

If a Boss character has good compatibility with the weather in a Area, that Boss can attack you with special EX Attacks. Defeat the Boss and gain the EX Skill for yourself!
(EX Skills are not available in "Easy" difficulty level.)

Chip Equip Screen

Use this menu to equip Chips made by Cerveau.

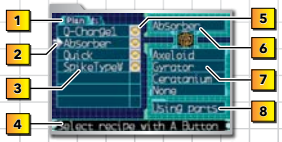


1	Head Chips
2	Body Chips
3	Foot Chips
4	Current Parts – Shows current parts (Press the A Button to view list)
5	Status Screen (Press the **L Button** to return to the Status Screen)
6	Message Windows – Shows information on selected items
7	Options Screen (Press the **R Button** to access the Options Screen)

Making Chips

By talking to Cerveau, you can assemble parts you've collected to create various Chips. You can make Chips either by combining parts specified in a "recipe," or by combining parts without a recipe to invent your own combinations.

Using a Recipe



Without a Recipe

Options

Please see P.17 (Zero 1) for more about the Options Screen. In Zero 4, the ability to toggle Command Dash ON/OFF has been added.

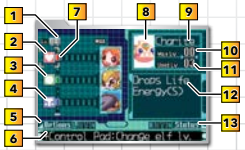
1	Recipe/Parts Tabs (Press **+Control Pad** LEFT/RIGHT to switch between tabs)
2	Items (Use **+Control Pad** to select)
3	Chip Name – Name of chip with known recipe
4	Message Window – Shows info on selected item
5	Shows which Chips can be created; changes to "OK" if Chip is already made
6	Completed Chip Name (When you create a Chip from a recipe, its name is displayed)
7	Parts (When you're using a recipe, parts not yet selected appear in red)
8	Create Chip (Press the **A Button** to create Chip with listed parts; not available if more parts are needed)
9	Number of Current Parts (Up to 9 of each)

SUB SCREEN

Elf Equip Screen

Cyber Elves are programs created to provide you with backup. You get Cyber Elves from Alouette during the game. There is one new type of Elf that can copy one ability from each of the Nurse, Animal, and Hacker Elf types.

1	Elf's current level – You can copy Elf skills within the level, but you need Alouette's help, plus E-Crystals to raise the Elf's level.
2	Nurse Elf icon – Nurse Elves restore Zero's energy, drop recovery items, etc.
3	Animal Elf icon – Animal Elves enhance mobility, boost attack power, defense, etc.
4	Hacker Elf icon – Hacker Elves enhance mobility, boost attack power, increase frequency at which items appear, etc.
5	Options Screen (press the **L Button** to access).
6	Message Window – Shows information on the selected item.
7	Change Elf to Copy (Press **+Control Pad** LEFT/RIGHT to change the Elf you want to copy; you can copy any Elf within range of current level).
8	Current Elf – Image changes as level increases.
9	Current Elf Name – This is the name given by the Resistance.
10	Max Level – Level increases as you defeat Bosses; as long as level is within Capacity Level, you can use it without losing points.
11	Total Level – Total level of three copied Elves.
12	Elf Abilities – The abilities of your currently selected Elf; Elf Management Screen appears when you're talking to Alouette.
13	Status Screen (Press the **R Button** to return to the Status Screen).



Leveling Up Elves

Alouette can help you make your Elves stronger. Give them E-Crystals to raise their levels and unlock new powers to use.

1	Evolve Elf – Raise the Elf Level.
2	View Effect – Check the Elf Powers.
3	Talk to Elf – Converse with the Elf.

RESULTS

This screen is basically the same as in Zero 3. Weather Level has been added in Zero 4. EX Skills, Chips, etc. obtained in the game are displayed in the message window below the Results Screen.

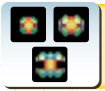
Mission	Overall performance (0–20 points)
Clear Time	How fast you beat the stage (0–20 points)
Damage	How much damage you incurred (0–20 points)
Enemy	How many enemies you defeated (0–15 points)
Retry	Number of Retries used; the fewer the better (0–15 points)
Weather	You get points for defeating one of the Eight Warriors in various weather conditions: 10 points for areas where weather cannot be changed, 10 points for difficult weather, 0 points for easy weather
Elf	Points are subtracted if Total Level subtracted from Capacity Level results in a negative value
Total	Total of all points in the categories above
Average	Average total of all mission cleared so far
Level	Calculated from average mission clear points
Code Name	Your ranking based on weapons used and actions taken during the mission

EX Skills, Chips, etc. obtained in the game are displayed in the message window below the Results Screen.

DATA MANAGEMENT

Talk to Ciel in resistance trailer to save your game. Select SAVE DATA. Your current progress and button configuration will be saved. You can save up to five games before having to overwrite old save data.

ITEMS



Life Energy
Collect this to restore energy. Small ones restore 4 units, big ones 8 units, and certain ones restore all of your energy. Collecting Life Energy when your energy is full and you have room in your Sub Tank puts the collected energy straight into the Sub Tank.

E-Crystal
This substance is the energy that keeps Reploids running. Use these to nurture your Cyber Elves and modify them. Small ones are worth 4 and large are worth 16.
* These do not appear in Zero 4's Easy Mode.

Z Panel
Increases your remaining lives by 1, up to a maximum of 9.

Element Chip
Acquired from certain defeated Bosses.
Element Chips take effect during Charge Attacks.

Sub Tank
Allows you to store extra energy. Using one restores Zero's life. Sub Tanks are placed somewhere on the stage.
* There are no Sub Tanks placed on the stages of Zero 1.

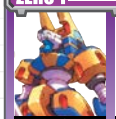
Cyber Elf Box
Break these open to find Cyber Elves.

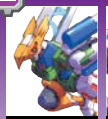
Secret Disk
Secret Disks contains useful Items/information. You never know what each disk contains. Disks you cannot analyze yourself on the Results Screen, you can take to Cerveau to have analyzed.

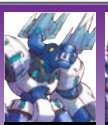
Parts Panel
Collect and combine these to create Chips. Some appear when you defeat enemies; others are hidden in secret locations.

BOSSES

ZERO 1

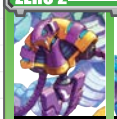

Anubis Necromancess the Third

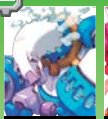

Aztec Falcon

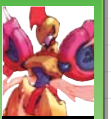

Blizzack Staggroff

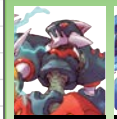
Hittite Hottide

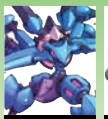
ZERO 2

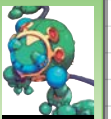

Hyleg Ourobockle


Poler Kamrous


Phoenix Magnion


Panter Flauclaws


Kuwagust Anchus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ZERO 3

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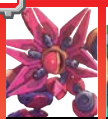
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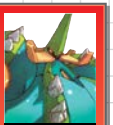
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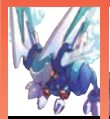
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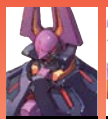
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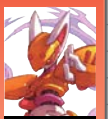
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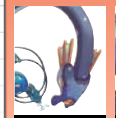
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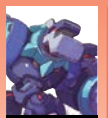
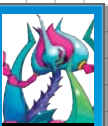

Tretista Kelverian

ZERO 4

Heat Genblem

Fenri Lunaedge

Pegasolta Eclair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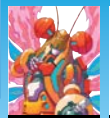
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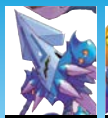
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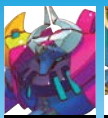
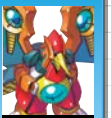

Mino Magnus


Popla Cocapetri

COLLECTION

Get cards and Wallpapers by clearing each mode. Touch the icons on the Touch Screen to display the enlarged graphic on the top screen.

Wallpaper List

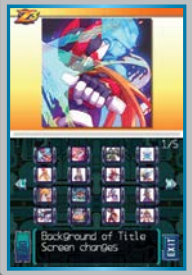
View Wallpapers used on the Touch Screen.

Mod Cards

Clear the entire series in Title Select mode to obtain Mod Cards which can be used in Zero 3.

Character Cards

Clear Easy Scenario Mode and you can receive Character Cards.



Using Mod Cards

Turn ON the Mod Cards you want to use, and all sorts of changes begin to happen in Mega Man Zero 3.

Touch an icon on the Touch Screen to select cards.
You can toggle that card's status by touching the ON/OFF button at the bottom left of the screen.

There are some Mod Cards that cannot be used together. (Functions may be overwritten when they are broken)

WARRANTY

LIMITED WARRANTY

CAPCOM U.S.A., INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday or please visit shop.capcom.com and click the Support tab at the top of the page.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC. Consumer Service Department
185 Berry St., Suite 1200
San Francisco, CA 94107

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the $20.00 payment refunded.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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